# FLM lamp house

Installation manual

**BARCO**

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# 1. INSTALLATION PROCESS

### About this chapter

This chapter describes how to replace the (universal) lamp house from the FLM projector.

### Adapted software for Universal Lamp House

The **FLM projector software** must be upgraded to version **1.7.17** or later prior to using the Universal Lamp House. The latest FLM projector software can be downloaded from the Barco secured web site https://my.barco.com (browse to the product page of the FLM projector). The FLM projector will not recognize the Universal Lamp House and will fail to start up the xenon bulb lamp when neglecting this software upgrade. Use the Projector Toolset, which is also available on the secured Barco web site, to upgrade the projector software. See user guide of the Projector Toolset for detailed instructions on how to upgraded the projector software.

### Overview

- Switching off
- Removal of the lamp cover
- Removal of the lamp house
- Installation of the lamp house
- Installation of the lamp cover

## 1.1 Switching off

### How to switch off the projector?

1. Press first **Standby**.

2. Let cool down the projector until the fans decrease, at least 5 min.

3. Switch off the projector with the power switch.

## 1.2 Removal of the lamp cover

**WARNING:** **This procedure may only be performed by qualified technical service personnel.**

### Necessary tools

7 mm flat screw driver.

### How to remove the lamp cover of the projector ?

1. Release the two captive screws at the top and bottom right side of the lamp cover, using a flat screw driver.
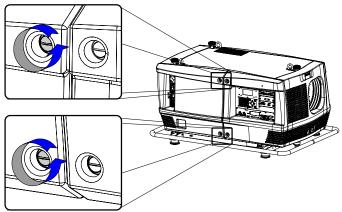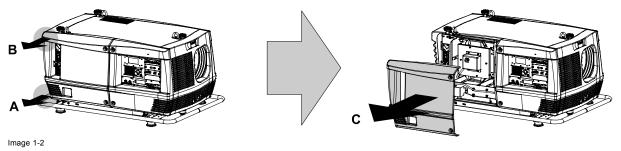
Image 1-1

2. Remove the lamp cover from the projector doing the following:

    a) gently pull out the left bottom corner (A) of the lamp cover,

    b) then gently pull out the left top corner (B) of the lamp cover,

    c) then move the lamp cover away from the projector (C).



Image 1-2

## 1.3 Removal of the lamp house

**WARNING: This procedure may only be performed by qualified technical service personnel.**

**CAUTION: Never attempt to disassemble the lamp from its housing or to dispose of it. Return it to Barco. Due to its high internal pressure, the lamp may explode in either hot or cold states if improperly handled.**

### Necessary tools

7 mm flat screw driver.

### How to remove the lamp house of the projector ?

1. Switch off the projector and unplug the power cord at the projector side.

2. Remove the lamp cover, see "Removal of the lamp cover", page  1 .

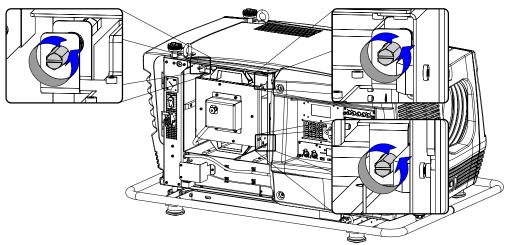3. Release the three spring lock screws of the lamp house as illustrated.

Image 1-3

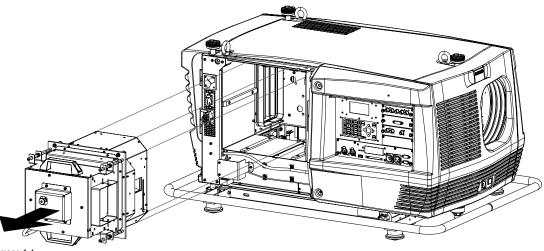4. Clasp the lamp house by the handles and pull the lamp house out of the projector.



Image 1-4

> While starting up the projector, the electronics detect if a lamp is installed. If no lamp is installed, it is not possible to start up the projector.

## 1.4  Installation of the lamp house

> **WARNING: This procedure may only be performed by qualified technical service personnel.**

> **CAUTION: Never attempt to disassemble the lamp from its housing or to dispose of it. Return it to Barco. Due to its high internal pressure, the lamp may explode in either hot or cold states if improperly handled.**

### Necessary tools

7 mm flat screw driver.

### How to install the lamp house of the projector ?

1. Ensure the projector is switched off and the power cord at the projector side is unplugged.

2. Remove the lamp cover, if not removed yet. See "Removal of the lamp cover", page  1 .

3. Clasp the lamp house by its handles and gently slide the lamp house into its socket. Note that the compartment is provided with guides (G) to position the lamp house correctly.
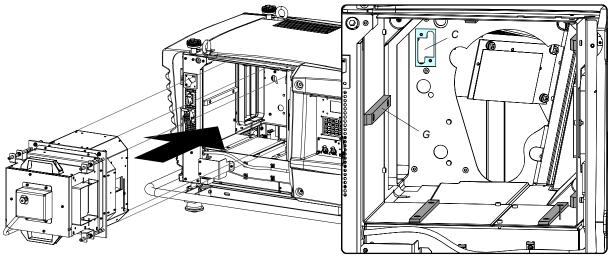
Image 1-5

4. Push the lamp house forward until it slides fully into the projector.

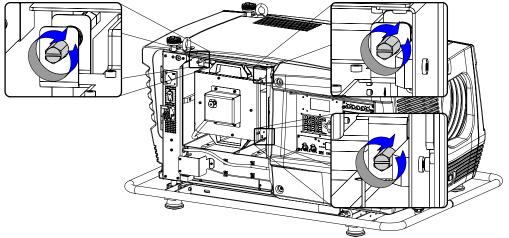5. Secure the correct position of the lamp house by tightening all three spring lock screws as illustrated.

Image 1-6

6. Reinstall the lamp cover of the projector, see "Installation of the lamp cover", page  4 .

> **While starting up the projector, the electronics detect if a lamp is installed. If no lamp is installed, it is not possible to start up the projector.**

## 1.5   Installation of the lamp cover

### Necessary tools

7 mm flat screw driver.

### How to install the lamp cover of the projector ?

1. Install the lamp cover of the projector doing the following:
   a) Bring the lamp cover towards its final position (A),
   b) then gently push the locking stud at the left top corner (B) into its receiver,
   c) then gently push the locking stud at the left bottom corner (C) into its receiver.
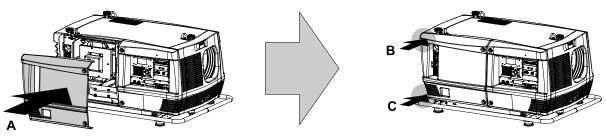
Image 1-7

2. Secure the lamp cover by locking the two captive screws at the right side of the lamp cover.



Image 1-8